STAR WARS™

OUTER RIM™

LIVING RULES REFERENCE

CHANGELOG

Version 1.1 (06/10/2022)

Additions and Clarifications

- *Unfinished Business* expansion rules.....Throughout in blue text.
- Defeated (effects that choose a player) .....Page 9
- Fame (fame requirement).....Page 11
- Jobs (involving multiple players).....Page 13
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USING THIS REFERENCE

This document is the definitive source for all ***Outer Rim*** rules. Before using this document, players should read and understand the rules presented in the Learn to Play book. As questions arise during gameplay, the players should consult this Living Rules Reference.

The majority of this Living Rules Reference is the glossary, which provides players with detailed game rules and clarifications organized alphabetically by topic. Players are also encouraged to use the index on pages 27–28 to find specific topics within the glossary entries.

Red text has been changed from the printed version of the Rules Reference.

Blue text applies only when using the *Unfinished Business* expansion.

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FOUNDATIONAL RULES

This section contains foundational rules that apply to many different game components and concepts.

Players and Characters

When playing ***Outer Rim***, each player controls a character. Throughout both printed rulebooks and this document, the word "player" refers to both a person playing the game as well as the character that person controls.

Component Limitations

Dice, damage tokens, credit tokens, and goal tokens are unlimited. All other components are limited to those provided in the game.

- If players deplete the supply of damage, credit, or goal tokens, they can use a substitute, such as a coin, as a replacement for the needed token.
- If a player has to roll more dice than the game provides, they can record their initial results, reroll the necessary number of dice, and then combine all of the results from each roll.
- If a player is required to draw cards from a deck and there are not enough cards available in the deck, they draw as many cards as available (possibly even 0).

Golden Rules

If information in this Living Rules Reference contradicts the Learn to Play book or the printed Rules Reference, this Living Rules Reference takes precedence.

If a card ability contradicts information in the Living Rules Reference, the card takes precedence. If both the card and the rules can be followed at the same time, they should be.

GLOSSARY

This glossary provides players with detailed rules for *Outer Rim*. Entries are organized alphabetically by topic. If a player is unable to find a topic, they should use the index on pages 27–28.

Across the Core

The "Across the Core" section of Core Worlds encounter cards is resolved when the current player chooses to cross the galaxy while encountering a Core Worlds space.

- The "Across the Core" icon on each Core Worlds space is a reminder to players that they can cross the galaxy from those spaces.

Across the Core Icon

- When a player is instructed to "move directly to the other Core Worlds space," they move their standee from the Core Worlds space it is currently on to the other Core Worlds space.
  - The player does **not** move through any other spaces during this movement.
  - The player ignores all patrols when moving this way.
- Patrols cannot cross through the Core Worlds.

Related Topics: Core Worlds, Encounter Cards

Action Step

During the action step of a player's turn, the current player can perform any number of actions in any order. However, each action can only be performed once during a single action step.

- The actions a player can perform during their turn are as follows:
  - Deliver
  - Market
  - Trade
  - Resolve Action Ability
- As an action, a player can resolve any of their abilities that are preceded by the word "Action."
  - Each "Action" ability can only be performed once during a single action step.
  - "Action" abilities cannot interrupt other abilities or actions. They can be used before or after another ability is resolved or on their own.

Related Topics: Deliver Action, Encounter Step, Market Action, Planning Step, Trade Action

Adjacency

Two spaces on the map are adjacent to each other if they are connected by a path, which is represented by a blue line on the map. Two map tiles are adjacent if they are touching each other.

- Each stack of patrol tokens on map endcaps is adjacent to the space connected to it by a path.
  - The space adjacent to each stack of patrol tokens is where new patrols from that stack are placed when they spawn.
- The Core Worlds spaces are **not** adjacent to each other.

Related Topics: Maelstrom, Spaces

Ambitions

Ambitions are an optional rule that give each player their own win conditions in the form of an ambition sheet.

- The first player to meet the fame requirement **and** complete all of their ambition goals wins the game.
- Each player chooses an ambition sheet during setup. See "Appendix 1: Setup" on page 20.
- Each ambition sheet consists of five parts:
  - **Setup Instructions:** The credits and other benefits the player gains during setup.
    - Players do **not** receive credits based on turn order during setup.
    - Some ambitions provide a player with a market card, which can be found in the deck matching the icon next to the card title. The market deck is shuffled after it is searched for a card.
  - **Goal Overview:** A summary of skills and other requirements for completing this sheet's goals.
  - **Abilities:** Additional abilities the player can use.
  - **Goals:** Requirements that must be met for the player to win the game.
  - **Progress Tracker:** Goal tokens are placed in these spaces for each completed goal.
- Ambition goals come in four types:
  - **Dash (–):** These goals can be completed at any time.
  - **Number:** These goals must be completed in numeric order. For example, a player must complete a goal numbered "1" before they can complete a goal numbered "2."
  - **Infinity Symbol (∞):** These are ongoing goals that are only complete while their criteria are met. These goals can be completed at any time but are no longer complete if the criteria for the goal are no longer met.
  - **Fame Symbol ( ):** This final goal can only be completed after the player has an amount of fame equal to or greater than the fame requirement and has completed all other ambition goals.
- When a player completes an ambition goal, they place a goal token on the progress tracker space for that goal.
  - If a goal requires a player to perform a task multiple times, such as "Deliver 3 **ILLEGAL** cargo," they place a goal token on the progress tracker space for that goal each time they perform that task, and the goal is completed when they have the indicated number of tokens on that space.
  - If a player no longer meets the criteria for a goal with an infinity symbol (∞), they remove the goal token from that goal's progress tracker space.
- Some ambition sheets provide a player with additional "Action" and "Encounter" abilities that they can use during their turn.
  - If such an ability lists a "Destination," the player must be at the specified destination to use that ability.

- If an "Encounter" ability instructs the player to resolve a databank card, that card is resolved in the same way as a databank card for a job.
  - If the player is defeated while resolving this databank card, the encounter fails and the player may try again on a future turn.

Related Topics: Action Step, Encounter Step, Fame, Jobs

Assets

Assets include bounties, cargo, crew, gear, mods, and jobs that appear on various types of cards.

- When a player gains an asset, they place it in one of the empty slots on their player board or ship sheet that matches the type of asset they gained.
  - Cargo, gear, and mod assets are presented upside down on encounter cards because they are placed in slots on the top of player boards and ship sheets. The player should place the asset partially under their player board or ship sheet, so that only the asset portion of the card is visible.
  - Rotating assets are cards that have assets on both ends of the card.
    - Rotating assets have a starting asset icon in the upper left corner of the card that indicates which of the assets is the starting asset.

Starting Asset Icon

    - When a player buys or gains a rotating asset from the market, they pay the cost of the starting asset and place the card in a slot so that the starting asset is visible and the other asset is not.
    - When a rotating asset says to "rotate this card," the player turns the card 180 degrees so that the other asset on the card is right side up. The card remains in the slot it was in.
    - If a player gains a rotating asset from another player through a trade or other game effect, that card maintains the same orientation when it is transferred to the new player.
    - If a rotated asset is discarded, it is returned to the appropriate deck in the same orientation as all cards in that deck.
- If a player gains an asset but does not have an empty slot for that asset, they can discard one of their cards to create an empty slot.
- A player can choose not to gain an asset and discard it instead.
- A player can only discard assets when allowed by an ability, rule, or when they gain another asset and need to discard it to create an empty slot.

Related Topics: Bounties, Cargo, Crew, Gear, Jobs, Mods, Slots, Traits

Bartering

See "Market Action" on page 14.

Bounties

A bounty is an agreement to capture or eliminate a specific contact or character. Each bounty has a name and portrait that matches one of the contact tokens.

- Bounties are assets that can be found on market, encounter, and databank cards.
- When a player gains a bounty, they place it in an empty "Bounty" slot on their player board or ship sheet.
  - The player may discard a card from a "Bounty" slot to create an empty slot for the new bounty they have gained.
- If a player discards a bounty asset from their player board or ship sheet, they return the card to its deck.
  - If there was a contact token on the bounty, place the token faceup on the planet with an empty contact token space (ignoring class) that is nearest to that player.
- If a bounty has a cost of "0," a player can buy it for free but cannot use it to barter.
- Each bounty has a class—represented by colored pips—that matches the class of its contact token.

Resolving Bounties

For a player to gain a reward from a bounty card, they must find the contact specified on the card and then win a combat against it. If the bounty card matches another player's character, see "Resolving Player Bounties" on page 5.

When a player encounters a contact token that corresponds to one of their bounties, that player can fight a combat against that contact **instead of resolving that contact's databank card**.

- Each bounty has a combat value that indicates how many dice are rolled for its contact during a combat.
- The ground combat ( ) icon or ship combat ( ) icon next to a bounty's combat value indicates if a player fights a ground combat or ship combat, respectively.
- If a player wins a combat against a contact for which they have a bounty, the player chooses to either eliminate or capture that contact.
  - To **eliminate** a contact, the player gains the "Elimination Reward" on that bounty. Then, the player removes the card and its corresponding contact token from the game.
  - To **capture** a contact, the player places the contact token on that bounty card. The player can gain the bounty's "Capture Reward" by resolving a deliver action while on the indicated planet. After gaining the capture reward, the player removes the bounty and its corresponding contact token from the game.

- If the current player has a bounty for a contact token that corresponds to one of their own crew assets, the player can fight that crew asset as an "Encounter" ability.
  - If the attacker wins the combat, they discard the crew card and either eliminate or capture its contact token. If they capture the contact, they take its contact token from the pool of discarded tokens next to the map and place it on their bounty card.
  - If the attacker loses the combat, they must discard that crew asset from their ship sheet and place the crew asset's contact token faceup on the planet with an empty contact token space (ignoring class) that is **nearest** to that player.
  - During the combat, the player cannot use skills or abilities of that crew.
- If the current player has a bounty and is on the same space as another player who has a crew asset that corresponds to that bounty, the current player can fight the crew as an "Encounter" ability. The player who has the crew asset can choose to protect their crew. If they do, the current player fights the other player instead of fighting the crew.
  - If the player with the crew chooses to protect their crew, they fight a ground combat if the players are on a planet, or a ship combat if they are not on a planet.
  - If the defender loses the combat, they discard the crew card and the current player either eliminates or captures the crew asset's contact token.
  - If the player does not protect their crew, the player to the left of the current player rolls dice for the crew like a normal bounty combat.

Resolving Player Bounties

For a player to gain a reward from a bounty card that matches another player's character, they must be in that player's space and win a combat against that player as their encounter.

- If the players are in a planet space, they fight a ground combat. Otherwise, they fight a space combat.
- If the player with the bounty card wins the combat, they complete the bounty and gain a reward. See "Player Bounty Rewards" in the next column.
  - After the bounty is completed, it is removed from the game.
- If the player with the bounty card does not win the combat, they keep the bounty card and can attempt to complete it on a future turn.
- Unlike a bounty for a contact, a player does not have the option to capture or eliminate another player's character.
- A player cannot complete a bounty for their own character.
  - A player can gain their character's bounty card to prevent other players from attempting to complete it.

Player Bounty Rewards

When a player completes a bounty for another player's character, they **ignore all rewards and other effects listed on the bounty card.** Instead, they perform the following steps:

1. Gain 5,000.
2. Gain one fame.
3. If the defending player has negative reputation ( ) with one or more factions, the player completing the bounty chooses one of those factions to gain one reputation with.
4. If the defending player has positive reputation ( ) with one or more factions, the player completing the bounty chooses one of those factions to lose one reputation with.

Related Topics: Assets, Combat, Contact Tokens, Crew, Deliver Action, Encountering a Contact, Market Action

Buying Cards

See "Market Action" on page 14.

Cargo

Cargo is a type of asset that players can deliver to a specific planet for a reward.

- Players typically gain cargo by buying it from the market deck. However, some characters begin the game with cargo.
- When a player gains cargo, they place it in an empty "Cargo" slot on their ship sheet.
  - The player may discard a card from a "Cargo" slot to create an empty slot for the new cargo they have gained. If they are performing a market action, they may barter with the card they are discarding.
- If a player is on a planet that is indicated by a cargo's "Destination," that player can deliver that cargo by resolving a deliver action. Then, the player gains the reward indicated by the cargo's "Reward" and discards that cargo.
- Each cargo asset in the market has a cost, which indicates how many credits must be spent to buy it as well as how much it is worth when used for bartering.
- A player cannot buy cargo while they are on the planet that matches that cargo's destination. Each cargo asset reminds players of this rule.
- Some cargo cards have the **ILLEGAL** trait. These cards often specify that the player must roll a die in order to deliver it, and depending on this roll, the player may be able to deliver it normally or be forced to resolve databank card #1.

Related Topics: Assets, Deliver Action, Dice, Discarding, Market Action, Traits

Characters

Each player controls a character from the *Star Wars* galaxy that is represented by a standee and a character card.

- Each character begins the game with one ability on their character card that describes when and how it is resolved.
- Each character has a personal goal on their character card that describes how it is completed. When a character completes a personal goal, they are instructed to gain 1 fame and flip their character card—this reveals a second unique ability for the player to use.
- A character's skills, which are presented at the bottom of the card, are used during tests.
- A character's ground attack value (⊛) determines how many dice that character rolls during ground combat, and a character's health value (✦) determines how much damage that character can suffer before it is defeated.
  - A character's "health remaining" is that character's health minus the number of damage on that character.
- The front of each character card provides setup instructions at the bottom of the ability box. These instructions indicate a databank card that the player begins the game with as well as any positive or negative reputation that the player begins the game with.
  - The databank card that the player gains during setup provides the player with the name of their starting planet—this is the planet on the map where the player places their character standee at the start of the game.

Related Topics: Combat, Damage, Gear, Goals, Skills

Class

See "Contact Tokens" on page 7.

Combat

Combat can occur when a player encounters a patrol or through card effects.

- There are two types of combat: ground combat and ship combat. The type of combat determines the combat value a player uses when gathering dice and whether or not a player's character or ship can suffer damage during the combat.
  - If a player is encountering a contact, patrol, or an enemy on a job or encounter card that has a ship combat (⊛) value, they resolve a ship combat.
  - If a player is encountering a contact or an enemy on a job or encounter card that has a ground combat (⊛) value, they resolve a ground combat.
  - If a player is fighting another player, they fight a ground combat if the players are on a planet or a ship combat if they are not on a planet unless instructed otherwise.
- When a player has an encounter with a patrol, they fight a ship combat with that patrol.
  - If a player wins the combat, they lose one reputation with that patrol's faction and gain any rewards shown on that patrol's token. Then, they eliminate the patrol (remove it from the map) and spawn a new patrol of that faction.
  - If a player loses the combat, they move that patrol to an adjacent space of their choice.
- When a player encounters a contact token that corresponds to one of their bounties, that player can fight a combat against that contact instead of resolving its databank card.
  - If the player wins the combat, they can eliminate or capture that contact token.
  - Players can also fight against crew if they have a bounty for it (see "Bounties" on page 4).
- Combat can also occur when resolving a job or encounter card. A card may instruct a player to fight a combat against an enemy on that card. The card provides the name of the enemy as well as that enemy's ground combat (⊛) or ship combat (⊛) value.
  - Players resolve combats against enemies on cards using the standard combat rules. The enemy on the card is the defender and the player to the left of the current player rolls dice for that enemy.
- Some game effects allow a player to fight a combat against another player directly.
- During a combat, the current player is the attacker. The patrol, contact, encounter card, job card, or other player that the attacker is having a combat with is the defender.
- If there is a combat in which the current player is not a participant, the player who is resolving that combat is the attacker.

Combat Steps

To fight a combat, players perform the following steps in order:

1. **Roll Attacker Dice:** The attacker gathers a number of dice equal to their combat value and rolls them.
   - If it is a ground combat, the attacker gathers a number of dice equal to their ground combat (⊛) value. If it is a ship combat, the attacker gathers a number of dice equal to their ship combat (⊛) value.
   - The attacker followed by the defender may use abilities on cards that modify the attacker's combat value. Then, the attacker followed by the defender may use abilities on cards that reroll dice. The same die can be rerolled multiple times.
2. **Calculate Attacker Damage:** The attacker counts the number of damage the roll produced.
   - Each ✸ counts as one damage and each ✸ counts as two damage.
   - Both the attacker and defender may use abilities on cards to manipulate or add dice results. The player who rolled the dice must use their abilities first.
3. **Roll Defender Dice and Calculate Results:** The defender rolls dice and calculates damage using the same rules as steps 1 and 2.
   - The defender followed by the attacker may use abilities on cards that modify the defender's combat value. Then, the defender followed by the attacker may use abilities on cards that reroll dice. The same die can be rerolled multiple times.

- If the defender is a patrol, contact, or an enemy described on an encounter card or job card, the player to the left of the attacker rolls the defender's dice.

4. **Determine Winner:** The player that rolled the highest amount of damage wins the combat. The other participant loses the combat.
   - If there is a tie, the attacker wins the combat.
   - The effects of winning or losing a combat depend on what initiated the combat. Some combats may provide players with rewards, reputation, or perhaps nothing at all.
   - The effect of winning a combat resolves before proceeding to step 5—this means a player can win a combat and still be defeated.
5. **Suffer Damage:** The attacker and defender both suffer the amount of damage rolled by their opponent.
   - If it was a ground combat, the player's character suffers damage.
   - If it was a ship combat, the player's ship suffers damage.
   - If the defender was a patrol, contact, or an enemy on a card they do not suffer damage. They simply either win or lose the combat.

- Some abilities **ADD**, **TURN**, or **CANCEL** results in combat. These abilities, and more, are described in "Appendix 2: Interpreting Cards and Abilities" on page 21.

Related Topics: Bounties, Characters, Damage, Dice, Patrols, Ships, Spaces

Contact Tokens

Contact tokens represent a variety of characters found throughout the galaxy.

- Contact tokens begin the game facedown on the map.
- Each contact token has a number on its face that corresponds to a card in the databank. When a player encounters a contact token, they read and resolve the databank card that corresponds to the contact token they are encountering.
  - If a player encounters a facedown contact token, they reveal that token by flipping it faceup.
  - If a player has a bounty, they can resolve the ability on their bounty to fight a combat against that bounty's contact token instead of resolving the databank card.
- Each contact token has a **class**—represented by colored pips—that matches the class of its corresponding bounty and the class of multiple contact spaces on the map.
  - During setup, contacts are placed on contact spaces on the map that have a matching class (the same number and color of pips).
    - Orange contacts are placed onto planet spaces themselves, except the Core Worlds spaces.
  - The class of a token is not an indication of the strength of the contact's ability. Classes are mostly used to help bounty hunters narrow their search.
    - Orange contacts tend to be more expensive to gain as crew than other colors of contacts.
  - If a game effect places or moves a contact token to a planet, the contact token can be placed in any contact space on that planet—the token and space do not need to have a matching class. The contact stays on its current side (faceup or facedown) unless specified by the card.
    - Planet spaces, including the Core Worlds spaces, are considered contact spaces for this purpose.
- If a contact token is faceup on the map, any player can look at the contact's corresponding databank card at any time.
- If an ability allows a player to "secretly look at" a contact token, that player looks at the face of a facedown token without showing the other players. Then, the player places the token facedown on the map in the contact space it was taken from.
  - The player cannot look at the contact's database card at this time.
- Contact tokens that are in a planet's contact spaces are treated as being on that planet. If a player is also on that planet, any contacts on that planet are treated as being in that player's space.
- A contact token that is captured and placed on a player's bounty asset is **not** treated as being in that player's space.
- If an ability instructs a player to "exchange" two contact tokens, each of the two contact tokens is taken from its current contact space and placed on the contact space that the other token was taken from.
  - Each contact token that is exchanged remains in its faceup or facedown state, as appropriate.
- Some contacts have faction icons ( ) and/or the droid icon ( ). These icons have no inherent effect, but may be referenced by other abilities.
- When a contact token is flipped faceup, if it matches any player's character card, that contact token is discarded.
  - If a player had chosen that contact as their encounter, they choose another encounter to resolve.
  - If that contact was turned faceup by a player resolving a reveal contact icon, that player chooses another contact on their planet to turn faceup, if able.
  - If that contact was turned faceup by an instruction on an AI card, repeat that instruction with another contact token.

Related Topics: Bounties, Databank, Droids, Encountering a Contact

Core Worlds

Spinward Core and Trailing Core are planet spaces that are collectively referred to as Core Worlds spaces. These spaces are located on the Core Worlds endcaps.

- Core Worlds spaces are considered planet spaces for all gameplay purposes, with the following exception:
  - Orange contact tokens are not placed on the Core Worlds spaces during setup.
- A Core Worlds space without a contact token on it is considered an empty contact token space and can have a contact token placed on it, such as when a player discards a crew.

Related Topics: Across the Core

Credits

Credits are the primary currency in the game, and they are represented by tokens.

- Credit tokens exist in values of "1,000," "5,000," and "10,000."
- When a player gains credits, they take credit tokens from the supply that have a combined value equal to the number of credits they have gained.
- When a player loses or spends credits, they take credit tokens from their play area that have a combined value equal to the number of credits they have lost or spent and place them in the supply.
- Players can make change using the supply at any time, exchanging credits with the supply to gain tokens of the same total value.
- If an ability allows a player to buy a card at a "discount," they reduce the cost of that card by the amount specified.
- If an ability allows a player to buy a card for "free," they can gain that card without spending any credits.
- Players can trade credits with the current player at any time during the game. Trades do not have to be equal—a player can trade any amount of credits and receive less or nothing in return.
  - Any trade that cannot be immediately and completely fulfilled is non-binding.

    Example: If a player trades credits to another player for a promise of credits in the future, the player who received the credits initially is allowed to break their promise.

Related Topics: Current Player, Market Action, Market Decks, Trade Action

Crew

Crew is a type of asset that provides players with additional skills and abilities.

- Players typically gain crew by encountering contact tokens.
- When a player gains crew, they place it in an empty "Crew" slot on their ship sheet.
  - The player may discard a card from a "Crew" slot to create an empty slot for the new crew they have gained.
  - When a player gains crew, they can choose to discard the card instead of placing it in a "Crew" slot.
- If a player discards a crew asset from their ship sheet, they return the card to its deck. If the crew has a contact token, the token is placed faceup on the planet with an empty contact token space (ignoring class) that is nearest to that player.
  - If there are multiple planets that are nearest to that player, they place the contact token on the nearest planet of their choice.
  - A planet without a contact token on the planet itself is considered to be an empty contact token space, including Core Worlds spaces.
- While a player has a crew card, they gain all the skills on that card. If a player discards a crew card, they lose the skills on that card.
  - If an ability requires a player to "have a skill," it is referring to any skills on that player's character and crew cards.
- A player's crew assets are treated as being in the same space as that player.
  - If there are other players in that space, the crew is also in their space.

Related Topics: Assets, Bounties, Contact Tokens, Databank, Discarding, Skills, Skill Tests

Current Player

The current player is the player that is currently taking their turn—resolving their planning, action, or encounter step.

Related Topics: Player Turn

Damage

Players track the damage that their character or ship suffers using damage tokens.

- If a player's character or ship suffers damage, they place a number of damage tokens on their character card or ship sheet equal to the amount of damage suffered.
  - Damage tokens are taken from the supply.
- When a character has damage equal to its health, the player becomes defeated.
- When a ship has damage equal to its hull, the player becomes defeated.
- A character cannot have more damage than its health value, and a ship cannot have more damage than its hull value.
  - Any damage that a character or ship would suffer in excess of its health or hull value is ignored.
- If a player's character or ship recovers damage, they remove a number of damage tokens from their character card or ship sheet equal to the amount of damage recovered.
  - When a player recovers during the planning step of their turn, they remove all damage tokens from the character card and ship sheet.
  - Removed damage tokens are returned to the supply.
- If an ability allows a character to "prevent" damage, that character reduces the amount of damage they would suffer by the amount specified.

Related Topics: Characters, Combat, Defeated, Ships

Databank

The databank is a deck of numbered cards that should be organized numerically. During the game, players may be instructed to resolve specific cards from the databank deck.

- When a player is instructed to resolve a specific card from the databank, they find the card and read aloud the instructions in the top section of that card.

- This deck contains a variety of cards that may instruct the player to resolve effects, test specific skills, or gain assets.
- Some databank cards share the same number.
  - If a player is instructed to resolve a databank card of a number for which there are multiple copies, the player resolves a random card of the appropriate number.
  - Each card back has number of pips that indicate how many cards share that number. These indicators are inaccurate for cards 42–53, 91, and 92, with the addition of expansion cards to the databank.
  - When organizing the databank deck, all cards that have the same number should be randomized and placed in the deck together.
- When a databank card is discarded, it is returned to the databank deck. If there are multiple copies of that number, it should be shuffled into the other cards that have the same number.
- To help with organization, not every number is represented in the databank deck. For example, there is a card #40 in the deck but no card #39.

Related Topics: Contact Tokens, Jobs

Defeated

A player becomes defeated if either their character has an amount of damage equal to its health value or their ship has an amount of damage equal to its hull value.

- When a player becomes defeated:
  - The player loses 3,000 credits (or all of their credits if they have fewer than 3,000).
  - The player discards all of their secrets.
  - The player places their character standee on its side to indicate that they are defeated.
  - The player finishes resolving their current action or step if not in the action step, and then their turn ends.
- During the planning step, if a player is defeated, they must choose the option to recover all damage from their character card and ship sheet. Then, they place their standee upright.
- If a defeated player recovers damage so that they no longer have damage equal to their health and hull, they are no longer defeated, and they place their standee upright.
- If the player is defeated while resolving a job, the job automatically fails. The player keeps the job and can attempt to resolve it during a future encounter step.
- A player who is defeated cannot be attacked.
  - A player who has a bounty for a defeated player's crew can still fight against that crew; however, the defeated player cannot choose to protect that crew.
- A player who is defeated cannot be chosen when a player is instructed to "choose a(nother) player."
- If a player wins a combat and becomes defeated in the same combat, they still gain the rewards for winning the combat before resolving the effects of being defeated.

Related Topics: Combat, Credits, Damage, Secrets

Deliver Action

During the action step, the current player can resolve a deliver action to deliver cargo or bounties to their planet.

- If a player is on the planet that is indicated as their cargo's "Destination," that player can deliver that cargo by resolving a deliver action. Then, the player gains the reward indicated by the cargo's "Reward" and discards that cargo.
  - If a player is attempting to deliver cargo with the **ILLEGAL** trait, they must roll a die before they can deliver it. If they roll a hit (✸) result, they deliver the cargo and gain its reward. If they roll any other result—including a crit (✲) result—they must resolve card #1 from the databank instead of delivering the cargo.
- If a player has captured a contact token for a bounty and is on the planet indicated on that bounty's card, that player can deliver that bounty by resolving a deliver action. To deliver a bounty, the player gains the reward indicated by the bounty card's "Capture Reward," and then **removes** the bounty card and its corresponding contact token from the game.
- A player can deliver multiple cargo and bounties using a single delivery action. The player delivers them one at a time in the order of their choice.
  - If the effect of delivering an asset ends the player's turn, any assets that have not been delivered cannot be delivered this turn.
- If a player gains cargo or captures a contact during the encounter step, it cannot be delivered until the player's action step (even if they are on the destination planet).

Related Topics: Bounties, Cargo, Player Turn

Dice

Players roll dice to resolve combat, tests, and specific abilities.

- The results presented on each die are as follows:
  - ✸ Hit (3 sides)
  - ✲ Crit (1 side)
  - 👁 Focus (2 sides)
  - Blank (2 sides)
- A crit (✲) **is not** a hit (✸) for the purposes of game effects. If an ability refers to hits (✸), it is not referring to crits (✲).
- Abilities reference die results using the icons. When referencing the blank results, abilities use the word "blank."

Related Topics: Combat, Deliver Action, Jobs, Skill Tests

Discarding

When a component is discarded, it is placed according to the type of component it is, as follows:

- Discarded market and encounter cards are placed on the bottom of their decks.
  - Some market cards are removed from the game instead of being discarded. This is always specified on the card, and often happens after purchasing a ship, completing a job, or gaining rewards from a bounty.
- Discarded databank cards are placed in the databank deck according to their number. If there are multiple copies of that card, it should be shuffled with all other cards of that number and placed back in the databank according to its number.
- Discarded tokens are returned to the supply of unused tokens.
  - When a contact or patrol is eliminated, its token is removed from the game.
- Ship sheets are returned to the supply of ship sheets.
- If an effect instructs a player to remove a component from the game, that component is not discarded. Instead, it is placed in the game box and cannot be used again during that game.
- If a player discards a crew asset from their ship sheet, they discard the card following the above rules. If the crew has a contact token, it is placed faceup on the planet with an empty contact space (ignoring class) that is nearest to that player.

Related Topics: Deliver Action, Encounter Cards, Market Decks

Droids

Some characters and crew cards have the droid (🤖) icon. This icon has no inherent effect, but may be referred to by certain abilities.

Related Topics: Characters, Crew

Encounter Cards

Encounter cards correspond to spaces on the map. During a player's encounter step, they can draw and resolve an encounter card that corresponds to their space.

- There are multiple decks of encounter cards. Most decks correspond to a pair of planets, one deck corresponds to all of the game's navpoints, and one deck corresponds to Kessel and the Maelstrom space.
  - The Core Worlds deck corresponds to the Core Worlds spaces (Spinward Core and Trailing Core) and is also used by players attempting to cross the galaxy.
- The back of each encounter card has the name of the spaces to which it corresponds or the word "Navpoint" if it corresponds to navpoint spaces.
  - Additionally, the back of the card lists the kind of abilities that are prominent within the deck.
- The front of each encounter card is divided into sections. Planet encounters are divided into a section for each planet (or the Maelstrom) and navpoint encounters are divided into sections that depend on whether or not a patrol is at that navpoint.
  - The Core Worlds encounter cards are divided into "Core Worlds" and "Across the Core" sections.
  - Before a player resolves an encounter card for a Core Worlds space, that player announces whether they intend to cross to the other side of the galaxy. If they do, they resolve the "Across the Core" section of the encounter card. Otherwise, they resolve the "Core Worlds" section.
  - Within a section, there may be subsections that depend on a player's reputation with a particular faction.
- When resolving an encounter card, a player only resolves one section (or subsection) on a card.
  - A player resolves the section (or subsection) that applies to their game state—their space, reputation, etc.—at the time that they draw the encounter card.
- Some encounter cards contain assets. One or more sections of the card specify how these assets are gained.
  - These assets do not have costs and cannot be used to barter.

Related Topics: Across the Core, Assets, Core Worlds, Discarding, Encounter a Space

Encounter Step

During the encounter step of a player's turn, the current player must resolve one encounter.

- During a player's encounter step, they must encounter the **space** they are on, a **patrol** that is in that space, or a **contact** that is in that space.
  - If there is a patrol in the player's space and they have negative (➖) reputation with that patrol's faction, the player **must encounter that patrol**.
  - If the player is not forced to encounter a patrol, they choose the type of encounter they resolve.
- During a player's encounter step, they can resolve **one** ability that is preceded by the word "Encounter" instead of encountering their space.
  - If the player is forced to encounter a patrol, they cannot resolve an "Encounter" ability.
  - If an "Encounter" ability requires the player to choose another player in their space and there are no other players in their space, they cannot resolve that "Encounter" ability.
- Players fight contacts on their bounties during the encounter step. This either interrupts a normal encounter with a contact, or, if against a crew card, is resolved as an "Encounter" ability.

Encountering a Patrol

When a player encounters a patrol, they must fight a ship combat against that patrol (see "Combat" on page 6).

- When a player wins a combat against a patrol, they gain the reward listed on the patrol (credits or fame), and **lose 1 reputation** with that patrol's faction. Then, eliminate the patrol (remove it from the game) and spawn a new patrol of that faction.

- When a player loses a combat against a patrol, the player moves the patrol to an adjacent space of their choice.
- The player resolves the effects of winning or losing the combat before determining if they are defeated or not. A player can win the combat and gain the reward even if they are defeated in that combat.
- During the encounter step, if the current player has negative ( ) reputation with the faction of the patrol that is on their space, that player **must** resolve an encounter with that patrol.
  - If the player has positive () or neutral () reputation with the faction of the patrol that is on their space, that player **may** resolve an encounter with that patrol.
- If a player is on the same space as multiple patrols, that player **must** encounter any one of those patrols of their choice that belong to a faction with which that player has negative reputation.
  - If the player has neutral or positive reputation with the factions of all of the patrols, that player **may** resolve an encounter with one of those patrols of their choice.

Encountering a Space

When a player encounters a space, they draw an encounter card that corresponds to their space. Then, they read and resolve the section of that card that matches that space. If there are subsections, they resolve the subsection that is appropriate to their game state.

Example: If a player who has negative Hutt reputation is on Nal Hutta, they draw and resolve a Tatooine/Nal Hutta encounter card. Then, they read and resolve the Nal Hutta section of that card. If that section has two subsections—one for players who have positive or neutral Hutt reputation and one for players who have negative Hutt reputation, that player resolves the latter subsection.

- Before a player resolves an encounter card for a Core Worlds space, that player announces whether they intend to cross to the other side of the galaxy.
  - If a player announces that they intend to cross the galaxy, they resolve the "Across the Core" section of the encounter card.
  - If a player does not intend to cross the galaxy, or does not announce that they intend to cross, they resolve the "Core Worlds" section.
- The player reads the section aloud unless it is labeled as secret.
  - If it is a secret, that player takes the card and places it facedown in their play area.
  - Secrets are presented upside down so players do not accidentally read them aloud.
  - Each secret describes when and how it is resolved.
  - If the section is a bounty, the player may gain it.
- Some encounter cards contain assets that a player may be able to gain by resolving specific sections on that card.
- After resolving the card, the player discards it to the bottom of that encounter deck **unless** it provided a secret or an asset.

Encountering a Contact

When a player encounters a contact token, they read and resolve the databank card that matches the number printed on the face of the contact token.

- If the contact token is facedown, the player reveals it by flipping it faceup.
  - If that contact matches any player's character card, that contact token is discarded and the current player chooses another encounter to resolve.
- If a player is on a planet with more than one contact token, they choose which token to encounter **before** flipping it faceup. They must encounter the chosen token.
- When a player encounters a contact token that corresponds to one of their bounties, that player can fight a combat instead of resolving the contact's databank card (see "Bounties" on page 4).
  - After flipping the contact token faceup, the player may choose to fight the contact or decide to resolve its databank card as normal. The player may look at the databank card before making this decision.
- After resolving the databank card, the contact token remains faceup on the planet unless the databank card instructs the player to discard the contact or remove it from the game.

Related Topics: Across the Core, Assets, Bounties, Combat, Contact Tokens, Databank, Encounter Cards, Patrols, Player Turn, Reputation, Secrets, Spaces

Factions

There are four factions: Rebel ( ), Imperial (), Hutt (), and Syndicate ().

- Each player board tracks that player's reputation with the four factions.
- Each faction has a patrol that moves around the map to disrupt players.

Related Topics: Patrols, Reputation

Fame

Fame represents a player's notoriety throughout the galaxy. The first player to gain fame equal to or greater than the chosen fame requirement wins the game. Fame is represented as an icon () on a player's fame track and as a reward on some patrol tokens.

The primary ways that players gain fame are by delivering illegal cargo, buying luxury items, defeating patrols, and completing bounties, jobs, and goals.

- The standard fame requirement is 10 fame.
  - Players may choose before the game to use a different number of fame for the fame requirement.
- When a player gains or loses fame, they move their fame marker on the fame track of their player board so it indicates the player's current amount of fame.
  - Each player begins the game with zero fame. If a player with zero fame would lose fame, they remain at zero fame.

- If an asset provides a player with additional fame, they gain that fame and adjust their fame marker accordingly. If the player loses that asset or no longer fulfills the condition that provided additional fame, they lose the fame that asset provides and must adjust their fame marker to reflect that loss.
- If two players gain enough fame to win at the same time, the tied player with the most credits wins the game. If both players have the same amount of credits, the tied player seated farthest (clockwise) from the player who started the game wins.
- Some abilities affect the most famous player. This is the player that has the most fame. If multiple people are tied for having the most fame, they are all treated as the most famous player.
  - An ability that specifically affects the **current player** if they are the most famous is not subject to the tiebreakers rules. If the current player is the most famous (or tied for being the most famous), they must be the target of that ability.
- Before setup, players can choose to play an extended game. If they choose to do this, a player needs 12 fame to win the game instead of 10.

Related Topics: Ambitions, Assets, Bounties, Deliver Action, Jobs, Luxury Market Deck, Patrols

Favors

Favors are an optional rule that allow players to request game effects from other players.

- There are four favors a player can request:
  - **Advice:** Choose a skill to gain for your next skill test during the current turn. The chosen skill must be on the character or a crew of the player who is granting the favor.
  - **Combat Strategy:** Roll one additional die in a combat involving your character or ship.
  - **Endorsement:** Choose a faction that the player who is granting the favor has positive ( ) reputation with. You are treated as having positive reputation with the chosen faction until the end of the turn.
  - **Shortcut:** Gain +1 hyperdrive ( ) until the end of the turn.
- A player can request a favor at any time **except** after dice are rolled for a combat or skill test.
- Any player, even those who are not the current player, can request a favor.
- Each player can request any number of favors in a turn, but can only receive one favor per turn.
  - Players cannot request favors from themselves.
- Players can offer to exchange credits, assets, and debt tokens in return for a favor.
  - Assets can only be exchanged for a favor if both players are in the same space.
- Players do **not** have to be in the same space to grant a favor.
- Players can accept credits and/or debt tokens from other players as part of an agreement **not** to provide a favor to a player, but such agreements are non-binding.

Debt Tokens

Debt tokens represent a promise of a future favor to another player.

- Debt tokens can only be used with the favors optional rule.
- Each player starts the game with the debt token matching their player board.
- A player can include debt tokens they possess (both their own and other players' tokens) as part of a trade for assets, credits, and other debt tokens.
- A player with another player's debt token can return that debt token to that player in order to receive a favor of their choice.
  - This favor counts as the receiving player's one favor for the turn.
  - The player receiving their debt token back must grant the favor.

Related Topics: Combat, Movement, Reputation, Skills, Skill Tests, Trade Action

Gear

Gear is a type of asset that provides a player's character with additional abilities.

- Players typically gain gear by buying it from the market deck.
- When a player gains gear, they place it in an empty "Gear" slot on their player board.
  - The player may discard a card from a "Gear" slot to create an empty slot for the new gear they have gained. If they are performing a market action, they may barter with the card they are discarding.
- Gear cards provide players with abilities that describe what they do and when they are resolved.
- Each gear card in the market has a cost, which indicates how many credits must be spent to buy it as well as how much it is worth when used for bartering.

Related Topics: Assets, Characters, Discarding, Market Action

Goals

Each character card and most ship sheets provide players with a goal that can provide them with additional fame and abilities.

- Each player begins the game with a personal goal that is presented on their character card.
- Each ship that players can buy from the market has a ship goal that is presented on its ship sheet.
  - Any progress toward completing a ship's goal made prior to gaining that ship does not count toward that ship's goal unless the player is still fulfilling the condition.
- Each personal and ship goal describes how it is completed and instructs the player what to do when they complete it.
  - Completing a goal awards fame and instructs the player to flip the card or sheet to its other side.
- When a card or sheet is flipped to its other side after a goal is completed, that goal will be replaced by a new ability that the player can use.
  - Each ability describes how and when it is resolved.

- Players can place goal tokens on their character card or ship sheet to track the progress of their goals.
- If a card does not use the specific language of "complete this job," it does not count toward Doctor Aphra's personal goal.

Related Topics: Characters, Fame, Ships

Ground Combat

See "Combat" on page 6.

Jobs

Jobs are a type of asset that players can resolve during their encounter step if they are at a particular location.

- Players typically gain jobs by buying them from the market deck. However, some characters begin the game with a job.
  - If a job card has a cost of "0," players can buy it for free.
- Players cannot barter using jobs.
- When a player gains a job, they place it in an empty "Job" slot on their player board or ship sheet.
  - The player may discard a card from a "Job" slot to create an empty slot for the new job they have gained.
- If a player is on a planet that is indicated by a job's "Destination," that player can attempt to complete the job by resolving that ability.
  - Some jobs require the current player to choose another player in their space. If they cannot, then they cannot attempt that job.
- Many jobs instruct a player to resolve a databank card. These cards typically require a player to perform a series of tests.
  - Above the name of each job is a list of skills that a player will test when resolving that job. If it is mandatory for a player to pass a test, that skill is presented in italics.
    - A skill listed as "(opposed)" indicates that both players will test that skill, with the best result for the current player being that they pass the test while the other player fails it.
  - Players are allowed to read sections of a databank card that they are resolving, but not reading ahead is encouraged.
  - If multiple players are involved in the resolution of a job databank card, the current player makes all decisions on that card unless specified otherwise.
- When an ability instructs a player to "complete this job," they gain the reward indicated by the job's "Reward." The reward specifies whether the job is discarded or removed from the game.
- When an ability reads, "the job fails," the player stops resolving the job, discards the databank card, and keeps the job card.
  - If the current player is defeated while resolving a job, the job fails.

Related Topics: Assets, Databank, Discarding, Fame, Market Action

Luxury Market Deck

The luxury market ( ) deck contains expensive assets that players can buy. Every card in this deck provides fame in some way.

- This market deck has a wide range of different assets, including cargo, crew, gear, jobs, and mods.
- Cards in this deck cost between 10,000 and 20,000 credits.

Related Topics: Assets, Cargo, Crew, Discarding, Fame, Gear, Jobs, Market Action, Mods

Maelstrom

The Maelstrom is a unique space on the map that impedes player movement.

- If a player moves to the Maelstrom during their planning step, their movement immediately ends and they proceed to that action step.
- If an ability provides a player with additional movement or allows them to move outside of their own planning step, they cannot move through the Maelstrom. However, if they begin this movement on the Maelstrom, they can move out of it.
- When a player in the Maelstrom encounters their space, they draw an encounter card from the Kessel/Maelstrom deck. These cards always provide a way for the player to take an additional turn.
- An encounter card for the Maelstrom may provide a player with an additional turn. When a player gains an additional turn, they resolve another turn (planning, action, and encounter steps) after they complete their current turn.
  - A player cannot gain an additional turn while they are resolving an additional turn. Any additional turns that would be gained in this way are ignored.
- Patrols can move through the Maelstrom without ending their movement.
- The Maelstrom is not a navpoint for the purposes of abilities.

Related Topics: Adjacency, Encounter Step, Movement, Spaces

Map

The map includes a series of map tiles and endcaps that represent a selection of planets in the ***Star Wars*** galaxy.

- The setup instructions provide players with a preset map tile configuration; however, players can follow the "Random Map" instructions on page 20 to set up the map randomly.

Related Topics: Adjacency, Movement, Spaces

Market Action

While on a planet (including a Core Worlds space) during the action step, the current player can perform the market action to buy an asset from a market deck.

To perform a market action, the current player resolves the following steps:

1. **Discard a Card:** The current player may discard the top card from any market deck of their choice.
   - To discard a card, the player takes the top (revealed) card from any market deck and places it facedown on the bottom of the deck. Then, they reveal the top card of that deck, placing it faceup on top of the deck.
   - After seeing the new card on top of the deck, the player may choose to discard a second card **from the same market deck**.
   - Patrol movement icons and reveal contact icons are **not** resolved when a card is discarded from a market deck.
2. **Buy a Card:** The current player may buy the top card from a market deck of their choice. After a player buys a card from a market deck, they reveal the top card of that market deck. If there is a patrol movement icon on the revealed card, they must move that patrol. If there is a reveal contact icon on the revealed card, they must resolve that icon (see "Buying" below).

Buying

To buy a card, a player spends an amount of credits equal to the card's cost.

- If the player buys an asset, they gain the card and must place it in a slot on either their player board or ship sheet. The slot must match the asset's type (e.g., cargo must be placed in a "Cargo" slot).
  - If a player does not have an empty slot that matches the type of card they wish to buy, they may discard one of their cards to create an empty slot for a new card.
- When a player buys a ship, they remove the market card from the game (as instructed on the card). Then, they replace their ship sheet with the ship sheet that corresponds to the ship they bought.
  - Any damage on their ship is removed.
  - Their old ship is returned to the supply of unpurchased ship sheets. If the ship has a matching market card, that card is **not** returned to the market deck.
  - If a player buys a ship that does not have enough slots for all the player's assets, that player must discard assets of their choice until each asset is either discarded or in an appropriate slot.
- After a player buys a card from a market deck, they must reveal the top card of that market deck.
  - If there is a patrol movement icon on the new top card of that deck, they must move that patrol.

Imperial Patrol Movement Icon

  - If there is a reveal contact icon on the new top card of that deck and the number of players in the game is included in the range of numbers displayed by the icon, the player must flip a facedown contact token in their space faceup.

Reveal Contact Icon for 1–2 Players

    - The player does **not** encounter that contact, though they may do so during their encounter step as normal.
    - If the player flips a contact token that matches any player's character, they remove that contact from the game and flip another token.
    - If the player is not on a planet, the icon has no effect.

Bartering

When buying a card from a market deck, a player can barter using the assets they currently have to reduce the cost of a card they wish to buy.

- To barter, a player discards one or more assets from their player board or ship sheet to reduce the cost of the card they are buying by the total cost shown on the discarded cards.
  - Some assets, like ones found on encounter cards, do not have costs and cannot be used to barter.
  - Bounties, crew, and jobs cannot be discarded to barter.
- A player can barter any time they are buying cards from a market deck, whether they are buying a card because of a market action or because of another game effect.
  - A player cannot barter to pay for other effects, including gaining an asset on an encounter card.
- A player does not receive change when bartering with cards that are worth more credits than the card that is bought.

  Example: If a player discards an Ion Cannon worth 5,000 credits to buy a Targeting Computer that costs 2,000 credits, the player does not receive 3,000 credits in return.

- Some abilities may specifically allow a player to barter when spending credits to pay for a game effect. With the exception of not buying something from a market deck, such an ability follows all other normal rules for bartering.
- When a player buys a new ship, they must barter with their old ship and then place it with all other unused ship sheets in the supply.
  - A player cannot barter their ship when buying assets, only when buying a new ship.
  - A player can barter (and must barter their current ship) when resolving the "Used Ship for Sale" card from the market deck.

Related Topics: Assets, Credits, Market Decks, Patrols, Player Turn, Ships

Market Decks

There are six market decks from which players can buy cards: bounty (), cargo(), gear and mod(), job (), luxury (), and ship ().

- The top card of each market deck is always revealed by being placed faceup on top of the deck.
  - If a market deck's revealed card is bought, gained, discarded, or shuffled into the deck, the new top card of the deck is revealed.
  - If an effect requires a player to shuffle a market deck after they buy or gain a card, they do not reveal the top card of that deck until after it is shuffled.
- If an effect instructs a player to draw, reveal, or search a number of cards in a market deck, the faceup card counts as one of those cards.
- Market decks contain a variety of different cards. For this reason, market decks are always referred to by their icons instead of their names.
  - When an ability refers to a type of asset (for example: cargo), it is referring to any cargo card, regardless of which deck it came from.

Related Topics: Assets, Bounties, Cargo, Gear, Jobs, Luxury Market Deck, Market Action, Mods, Ships

Mods

A mod is a type of asset that provides a player's ship with additional abilities.

- Players typically gain mods by buying them from the market deck.
- When a player gains a mod, they place it in an empty "Mod" slot on their ship sheet.
  - The player may discard a card from a "Mod" slot to create an empty slot for the new mod they have gained. If they are performing a market action, they may barter with the card they are discarding.
- Each mod card in the market has a cost, which indicates how many credits must be spent to buy it as well as how much it is worth when used for bartering.

Related Topics: Assets, Discarding, Market Action, Ships

Movement

Players can move their ship during the planning step of their turn.

- A player can move a number of spaces up to their ship's hyperdrive () value.
  - A player can choose to move zero spaces.
  - Moving from a space to an adjacent space is moving one space.
  - If an ability instructs a player to "Gain +X ", the player adds the specified value to their hyperdrive value.
    - These are passive abilities that are always active while the player has the card on which the abilities appear.
    - These abilities can be combined with other, similar abilities for a greater value increase of the specified value.
- If a player moves to the same space as a patrol, that player **must end their movement** immediately **unless** the player has positive reputation () with that patrol's faction.
  - A player can freely move through other players and through patrols belonging to factions with which the player has positive reputation.
- If a player moves to the Maelstrom space, that player must end their movement immediately and proceed to their action step.
- If a player starts their movement in the Maelstrom space or in a patrol's space, they can move out of that space using their normal movement.
- If an ability moves a player or patrol "directly" to a space, that player or patrol is taken from its current space and placed on the space specified by that ability.
  - The player or patrol does not move through the spaces between its original space and its destination space.

Related Topics: Adjacency, Maelstrom, Patrols, Planning Step, Ships

Navpoints

See "Spaces" on page 19.

Nearest

Nearest is a reference to a player, space, or component that is the fewest number of spaces away from another player, space, or component.

- When determining nearest, always count the shortest distance to the space.
- Some abilities or game effects use nearest to target a player, space, or component. If multiple players, spaces, or components are tied for being the nearest to something, the current player determines which of the tied players, spaces, or components are affected by the ability.
- A patrol, planet, or player that is in a player's space is the nearest patrol, planet, or player to that player, respectively.
  - When determining the nearest player, a player does not count themself.

Related Topics: Movement, Patrols, Spaces

Opponent

A player's opponent is any entity that they are fighting a combat against. This could be a contact, a player, or an enemy on a card.

Related Topics: Bounties, Combat, Patrols

Paths

See "Spaces" on page 19 and "Adjacency" on page 3.

Patrols

Patrols represent vessels belonging to various factions which can hinder and help players throughout the game.

- Patrols are not considered ships for the purpose of game abilities.
- A patrol's faction (, , ,) is presented on both sides of its token.
  - Many abilities and game effects refer to a patrol's faction.
- There are four levels of patrols (1–4), indicated by one to four white dots on the back of each patrol token.
- Some patrols have rewards printed on the front of their token. Players can earn a patrol's reward by defeating it in combat.
  - Level-1 patrols have a credit reward, and level-2 and level-3 patrols have a fame reward.
  - Level-4 patrols do not have a reward because they cannot be defeated.
- Each patrol token contains a ship combat () value that indicates how many dice it rolls during combat.
- Each level-4 patrol has an infinite combat value. These patrols cannot be eliminated, they always win combat, and they force a player to suffer an amount of ship damage necessary for that player to become defeated.
  - When resolving a combat against a level-4 patrol, players do not roll dice for that combat.
- When a player loses a combat against a patrol, the player moves the patrol to an adjacent space of their choice.
- When a player wins a combat against a patrol, they gain the reward listed on the patrol (credits or fame), and **lose 1 reputation** with that patrol's faction. Then, eliminate the patrol (remove it from the game).
- There is always one patrol from each faction on the map. When a patrol is eliminated, another patrol from that faction is spawned on the map.
  - To spawn a new patrol, the top token of the appropriate faction is taken from its stack of patrol tokens (on a map endcap) and placed faceup in the space adjacent to that stack.
- Any number of patrols can exist in the same space.

Patrol Movement

Patrols move according to patrol movement icons found on some cards in market decks.

- After a player buys or gains a card from a market deck, they must reveal the top card of that deck. If the revealed card has a patrol movement icon, that player must move a patrol.
  - Players only move patrols using patrol movement icons after a player buys or gains a card from a market deck. If a player reveals a card that has a patrol movement icon after **discarding** a card from a market deck, that player **does not** move a patrol.
  - When a player buys or gains a card after revealing or searching the top several cards of a market deck, the player moves a patrol if there is a patrol icon on the top card of the deck after shuffling.
- Each patrol movement icon consists of a faction and a distance. The faction, represented by a faction icon, indicates which patrol token is moved. The distance, represented by a numerical value, indicates how many spaces the patrol token moves.
  - To resolve a patrol movement icon, the current player moves the faceup patrol token on the map that matches the faction of the patrol movement icon. The patrol token is moved toward that player a number of spaces equal to the distance of the patrol movement icon.
- If a patrol is moving toward a player and there are multiple paths that it could take, the current player decides which paths the patrol takes, even if one path is shorter.
  - The current player does not get to choose the path if the patrol can reach the current player's space. In this situation, it must move to the current player's space.
  - To move toward the current player, it must always move clockwise around the map if the player is clockwise from it. Likewise, if the player is counterclockwise from the patrol, the patrol must move counterclockwise.
    - If it is unclear which direction the current player is from the patrol, the current player chooses a direction. The patrol continues in that direction until it reaches an intersection, at which point it can reverse its direction if doing so will get it closer to the current player's space.
- If a patrol moves into the same space as the player it is moving toward, it stops moving.
  - When this happens, players do not resolve a combat. If a player has negative () reputation with a patrol in their space **during their encounter step**, they must encounter it.
- Patrols can move through other patrols, players, and the Maelstrom without stopping.
- Patrols **cannot** cross through the Core Worlds or move from one Core Worlds space directly to the other unless allowed by a card effect.
- If an ability moves a patrol "directly" to a space, that patrol is taken from its current space and placed on the space specified by that ability.
  - The patrol does not move through the spaces between its original space and its destination space.
- Patrols can be on navpoints, planets, and the Maelstrom.

Related Topics: Combat, Encounter Step, Factions, Market Action, Nearest, Reputation, Ships, Spaces

Planets

See "Spaces" on page 19.

Planning Step

During the planning step of a player's turn, the current player chooses to move, gain credits, or recover damage.

- **Move:** If a player chooses to move during the planning step, that player can move a number of spaces equal to or less than their ship's hyperdrive value (see "Movement" on page 15).
- **Gain Credits:** If a player chooses to gain credits during the planning step, that player gains 2,000 credits, taking 2,000 worth of credit tokens from the supply and placing them in their play area.
- **Recover Damage:** If a player chooses to recover damage during the planning step, they discard all damage tokens from their character card and ship sheet.
  - If the current player is defeated, they **must** choose to recover damage. The player cannot move, gain credits, or use a "Planning" ability.
- During a player's planning step, they can resolve **one** ability that is preceded by the word "Planning" instead of moving, gaining credits, or recovering damage.

Related Topics: Credits, Damage, Defeated, Movement

Player Turn

During a game of *Outer Rim*, players take turns in clockwise order until one player wins the game.

- During a player's turn, they resolve the following steps in order:
  - Planning Step
  - Action Step
  - Encounter Step
- If an effect ends a player's turn, that player cannot resolve any of their abilities, perform any actions, or resolve any remaining steps of their turn.
- After a player resolves all three steps of their turn, their turn ends and the next player in clockwise orders starts their turn.

Related Topics: Action Step, Encounter Step, Planning Step

Remove from the Game

See "Discarding" on page 10.

Reputation

Each player has positive (⊕), neutral (⬭), or negative (⊖) reputation with each of the game's four factions.

- A player's reputation with each of the four factions is tracked on their player board. Each faction has its own track with a space for each of the possible reputations—positive (⊕), neutral (⬭), or negative (⊖).
  - The neutral space is in the center of the track, and marked with the faction's icon instead of the neutral icon (⬭).
- If a player gains reputation, they move their reputation marker one space toward positive (⊕) reputation.
  - If a player with positive reputation gains more reputation, their reputation remains where it is—they cannot gain any more reputation.
- If a player loses reputation, they move their reputation marker one space toward negative (⊖) reputation.
  - If a player who has negative reputation loses more reputation, their reputation remains negative—they cannot lose any more reputation.
- If a player is instructed to "set" a faction at a particular reputation, they move their marker to that reputation, regardless of where it was before.
- Reputation can affect which section of an encounter card a player resolves, can allow a player to move through that faction's patrol, or force a player to encounter that faction's patrol.
- While a player is "treated as having" a reputation different from their actual reputation, that player ignores any reputation gained or lost with that faction.

Related Topics: Encounter Cards, Encounter Step, Factions, Movement, Patrols

Secrets

Secrets are hidden abilities that players can gain from encounter cards.

- When a player draws an encounter card, and the section they resolve contains a secret, that player takes the card and places it facedown in their play area.
  - Secrets are presented upside down so players do not accidentally read them aloud.
- Each secret describes when and how it is resolved. When a player resolves a secret, they read the card aloud and reveal it.
- Players can share information about their secrets; however, they cannot show the card to other players, read its ability aloud, or give it to another player.
- Players can look at their own secrets at any time.
- When a player becomes defeated, they must discard all of their secrets. The cards are placed on the bottom of their encounter deck and are not revealed to the other players.

Related Topics: Action Step, Encounter Cards

Ship Combat

See "Combat" on page 6.

Ships

Each player begins the game with a starter ship.

- The hyperdrive ( ) value on a player's ship determines how many spaces that player can move during their planning step.
- The ship combat ( ) value on a player's ship determines how many dice that player rolls when fighting a ship combat.
- The hull ( ) value on a player's ship determines how much damage that ship can suffer before that player is defeated.
- Each ship has slots. One asset of a type matching the name of the slot can be placed in each slot.
- Each ship has a cost, which indicates how many credits must be spent to buy it as well as how much it is worth when used for bartering.
- A player can buy a new ship from the market deck. When buying a ship, a player must barter their current ship, even if it has a cost of zero.
- When a player buys a ship, they remove the market card from the game (as instructed on the card). Then, they replace their ship sheet with the ship sheet that corresponds to the ship they bought.
  - Any damage on their ship is removed.
  - Their old ship is returned to the supply of unpurchased ship sheets. If the ship has a matching market card, that card is **not** returned to the market deck.
  - If a player buys a ship that does not have enough slots for all the player's assets, that player must discard assets of their choice until each asset is either discarded or in an appropriate slot.
- A player can look through the ship sheets that are in the supply at any time.
- Each ship that players can buy from the market has a ship goal that is presented on its ship sheet.
  - Any progress toward completing a ship's goal that was made prior to gaining that ship does not count toward that ship's goal unless the player is still fulfilling the condition.
- Patrols are not considered ships for the purpose of game abilities.

Related Topics: Combat, Damage, Goals, Market Action, Mods, Movement, Slots

Skills

Skills indicate a character or crew's proficiency in different tasks.

- Each character card and crew asset has one or more skills presented on their card.
- If a player loses a crew asset, they lose the skills on that crew.
  - A player cannot lose the skills on their character card.
- During the game, players may be instructed to perform skill tests to determine the outcome of different card effects.
  - When performing a skill test, the number of times a specific skill appears among a player's character and crew determines which die results the player needs to pass a test of that skill.
- If an ability allows a player to gain a skill, that skill is temporary. The player gains the skill only for the duration of that ability's effect.
  - A player can give themselves a skill that they already have. For example, Doctor Aphra can use her ability to gain Tech, even though she already has Tech.

Related Topics: Characters, Crew, Jobs, Skill Tests

Skill Tests

Players test their skills when a card instructs them to do so.

- To test a skill, the player **rolls two dice** and determines if they passed or failed the test, as follows:
  - **Unskilled:** If the player **does not have** the skill being tested, they pass the test if they roll at least one crit ( ) result. Otherwise, they fail the test.
  - **Skilled:** If the player has **one** instance of the skill being tested, they pass the test if they roll at least one hit ( ) or one crit ( ) result. Otherwise, they fail the test.
  - **Highly Skilled:** If the player has **two or more** instances of the skill being tested, they pass the test if they roll at least one hit ( ), one crit ( ), or one focus ( ) result. Otherwise, they fail the test.
- Skills on a player's character and crew cards count toward determining if a player is unskilled, skilled, or highly skilled during a skill test.
- The effects of passing or failing a test are described on the ability that instructed the player to resolve the test.
  - Some tests on cards have a pass effect but no fail effect. If a player fails this test, there is no ill effect.
  - Some tests on cards have a fail effect but no pass effect. If a player passes this test, there is no added benefit.

Related Topics: Characters, Crew, Dice, Encounter Cards, Jobs, Skills

Slots

Player boards and ship sheets have slots for assets.

- Each slot can have one asset that matches the name on that slot.
  - Some slots have a "x2" printed on them. These slots can hold two assets of the specified type.
  - Some abilities may allow a player to have multiple assets in a slot.

- Some slots have two names, such as "Cargo or Mod." These slots can each hold one asset that matches one of the names on that slot.

- When a player gains an asset, they place it in one of the empty slots on their player board or ship sheet that matches the type of asset they gained.
  - The player should place the asset partially under their player board or ship sheet, so that only the asset portion of the card is visible.
  - If a player is allowed to place multiple assets in a single slot, they should place the second asset above the first so the first asset covers the unnecessary portion of the second asset.
- If a player gains an asset but does not have an empty slot for that asset, they can discard one of their cards to create an empty slot.
- A player can rearrange their assets among the slots on their player board and ship sheet at any time. However, each asset must always be placed in a valid slot.
  - Players may need to rearrange their assets if a game effect causes them to lose a slot or their slot configuration changes when they gain a new ship.
  - If a player ever does not have enough slots for all of their assets, that player must discard assets of their choice until each asset is either discarded or in an appropriate slot.

Related Topics: Assets, Discarding, Ships

Spaces

There are three types of spaces on the map: planets, navpoints, and the Maelstrom. Planets are represented by illustrations, navpoints are represented by yellow circles, and the Maelstrom is represented by a red icon.

- Spaces on the map are connected to each other by paths, which are represented by blue lines between the planets and navpoints.
- The Maelstrom is a unique space that has special movement rules.
- Some planets have faction icons on them. Encounter cards on these planets frequently allow players to gain reputation with that faction or reward players for having positive reputation with that faction.
  - Some abilities refer to "your planet's faction." This is the icon on the planet in your space. If you are not on a planet, or your planet does not have a faction icon on it, your planet does not have a faction.
- The two Core Worlds spaces each have an "Across the Core" icon indicating that a player can cross the galaxy by encountering one of these spaces.
- Though technically made from two large asteroids, The Ring of Kafrene is a planet for all game purposes.

Related Topics: Across the Core, Adjacency, Core Worlds, Maelstrom, Movement

Spending

See "Credits" on page 8.

Tests

See "Skill Tests" on page 18.

Trade Action

During the action step, the current player can resolve the trade action while on a space with another player to trade any combination of credits and cards with that player.

- If the current player is on the same space as multiple players, that current player can trade with any of those players, but the other players can only trade with the current player.
- Trades do not have to be equal—a player can trade any combination of cards and credits and receive less or nothing in return.
- Any trade that cannot be immediately and completely fulfilled is non-binding.

  Example: If a player trades credits to another player for a promise of credits in the future, the player who received the credits initially is allowed to break their promise.

- Players can trade credits, jobs, bounties, cargo, crew, mods, and gear.
  - If a player trades a bounty that has a contact token on it, that token is traded as well.
- Players cannot trade secrets or ship sheets.
- Players can trade credits and debt tokens with the current player at any time during the current player's turn. This is not an action, and can be done even if the two players are not in the same space.
  - Trading credits or debt tokens may interrupt an ability, encounter, or combat.

Related Topics: Assets, Action Step, Credits, Favors

Traits

An asset may have one or more traits that are presented in bold smallcaps at the top of that card's text box (for example: **ILLEGAL**).

A trait has no inherent effects, but some game effects may refer to a card's trait.

Related Topics: Assets, Cargo

Turn

See "Combat Abilities" on page 21 or "Player Turn" on page 17.

Winning the Game

See "Fame" on page 11 and "Ambitions" on page 3.

APPENDIX 1: SETUP

To set up a game of *Outer Rim*, players perform the steps presented in this section in order. If playing a single-player game, there are some additional rules you need to follow (see the "Single-Player Rules" section found on page 22 of this document).

1. **Choose Fame Requirement**: The players collectively decide the number of fame required to win the game. The recommended fame requirement is ten (eight if using the optional ambitions).
2. **Build Map:** Use the map tiles to build the map from left to right as listed below.
   - Rebel and Syndicate Endcap*
   - Cantonica and Ord Mantell Map Tile
   - Lothal and Mon Calamari Map Tile
   - Kessel Map Tile
   - Tatooine and Nal Hutta Map Tile
   - Ryloth and Naboo Map Tile
   - The Ring of Kafrene and Takodana Map Tile
   - Empire and Hutt Endcap*

   Random Map (optional): To create a randomized map perform the following steps:

   a. Randomize the six map tiles and place them facedown in a stack. Because these tiles have slightly different shapes, we suggest players randomize them with their eyes closed.
   b. Reveal the top tile and attach it to the Rebel and Syndicate endcap*.
   c. Then, reveal the next tile and connect it to the previously revealed tile. Repeat this until all map tiles have been placed. Then, attach the Hutt and Imperial endcap* to the final map tile that was revealed.

   * Use the Core Worlds endcaps instead of the base game endcaps.

3. **Set Up Patrol Tokens:** Sort the patrol tokens by level (the white dots on the back of the tokens). Place each level-1 token faceup on the navpoint space (yellow circle) adjacent to the endcap space that has a matching faction icon. On each Core Worlds endcap, the two patrols will share a space.

   Take the remaining patrol tokens and create four stacks of facedown tokens, one for each faction, by arranging the tokens in numerical order by level. Each stack should have its level-4 token on the bottom of the stack and its level-2 token on the top of the stack. Place each stack of tokens on the endcap space that has a matching faction icon.

4. **Set Up Contacts:** Gather all contact tokens facedown and mix them together to randomize them. Then, place one contact token facedown on each contact space on the map. The class (colored pips) of the token and the space must match. Place one orange contact token facedown on each planet space, excluding the Core Worlds spaces.
5. **Create Token Supply:** Separate the credit, damage, and goal tokens into separate piles to create the supply. Place the piles within reach of all players.
6. **Choose Characters:** Each player rolls six dice. The player who rolled the most ✸ and ✲ results is the first player. If there is a tie, the tied players reroll. Starting with the first player and proceeding clockwise, each player chooses a character and receives the following components:
   a. 1 character card matching their chosen character with "Personal Goal" side faceup
   b. 1 character standee matching their chosen character
   c. 1 player board with a plastic fame marker placed on space "0" of the fame track. If using optional favors, each player takes the debt token matching their player board.
   d. 4 reputation tokens (1 of each faction). Place them on the reputation tracks of the player board, covering that faction's icon.
   e. 1 starter ship sheet, flipped to the side of their choice—either the G9 Rigger or the G-1A Starfighter
      - Players must choose their starting ship before they see their starting databank card.
   f. 1 reference card (use the reference cards)
   g. Credit tokens. This amount varies. Starting with the first player and proceeding clockwise, players receive the following: 4,000 credits, 6,000 credits, 8,000 credits, and 10,000 credits. Skip this step if using the optional ambitions.
7. **Character Setup:** Players simultaneously follow the setup instruction at the bottom of their character card.
   a. Each character card provides a card of a specific number. Each player takes their card from the databank. If the databank card is labeled as "Cargo," they place the card above their ship sheet in the "Cargo" slot. Otherwise, they place the card below their player board in one of the "Job or Bounty" slots.
   b. Each player places their character standee on the map on the starting planet listed on the databank card they just drew.
   c. If the setup instructions provide reputation, the player moves the listed faction's reputation token up or down to the specified space (either the ⊕ or ⊖).
8. **Set Up Decks and Sheets:** Set up the card decks as follows:
   a. Separate the market cards into six different decks according to their card backs. Shuffle each deck, place them facedown in a row below the map, and then reveal the top card of each deck and place it faceup on the top of its deck.
   b. Separate the encounter cards into seven (eight with the Core Worlds) different decks according to the card back. Shuffle each deck, and place them next to the map.
   c. Keep the databank deck in order, within reach of all players.
   d. Keep the unused ship sheets in a supply pile out of the way.
9. **Choose Ambitions (optional)**: If you are using ambitions:
   a. Place random ambition sheets equal to the number of players plus one faceup on the table.
   b. Starting with the **last player** and proceeding in **reverse** turn order, each player chooses one ambition sheet from those available and places it beside their player board.
   c. Remove the remaining ambition sheet from the game.
   d. Each player follows the setup instructions on their ambition sheet. If the setup instructions list an asset card, the player searches the indicated market deck for that asset and gains it. Then they shuffle that deck.

APPENDIX 2: INTERPRETING CARDS AND ABILITIES

Most cards have abilities that players can use at various times during the game. Each ability describes when a player can use it and how its effects are resolved.

This appendix is intended to help players understand how to interpret specific phrases used in abilities and how to resolve timing conflicts.

Word Usage

- If a card ability uses the word "cannot," it is absolute and cannot be overridden by other abilities.
- If a card ability uses the word "may," its effect is optional.
- If an ability uses the word "then," a player must resolve the effect that occurs before the word "then," followed by the effect that occurs after the word "then."
- If an ability uses the word "to," a player must completely resolve the effect that occurs before the word "to," in order to resolve the effect that occurs after the word "to."

  Example: If an ability allows a player to lose 1 Hutt reputation to gain 1 fame, that player cannot gain the fame if they already have negative Hutt reputation.

- If an ability uses the word "and," a player must resolve the effects that occur before and after the word "and" as completely as possible.

  Example: If an ability instructs a player to gain 5,000 credits and lose one Rebel reputation, the player can gain the credits even if they already have negative Rebel reputation.

- Some abilities specify that they can only be used "Once per turn." If a player can resolve such an ability during another player's turn, it can be used once during that turn, even if they already used it during their own turn.

Timing of Abilities

- If the timing of an ability uses the word "after," the ability's effect resolves immediately after the described timing event.
- If the timing of an ability uses the word "when," the ability's effect resolves at the moment of the described timing event.
- Effects that occur "when" an event occurs take precedence over effects that occur "after" that same event.
- If multiple abilities resolve at the same time, the current player determines the order in which those abilities resolve.
- Each ability can be resolved once for each instance of its timing event.

  Example: If an ability is resolved "At the start of combat," that ability can be resolved once at the start of each combat.

- Abilities cannot interrupt other abilities. They can be used before or after another ability is resolved or on their own.

Combat Abilities

- If an ability "cancels" a result during a combat, those results are ignored; they do not cause damage and they are not used for determining the winner of the combat.
- If an ability "turns" a result to a different result, the original result is ignored—abilities that can modify the original result cannot be used on that die.
- If an ability adds a hit (✸) to a roll, treat the roll as having an extra die showing a hit (✸) result—this result cannot be rerolled.
- If an ability resolves "At the start of combat," it must be resolved before any player rolls dice for that combat.
- If an ability instructs a player to "Gain +X" followed by an icon (, , , or), the player adds the specified value to the matching value on their character card or ship sheet.
  - These are passive abilities that are always active while the player has the card on which the abilities appear.
  - These abilities can be combined with other, similar abilities for a greater value increase of the specified value.
- When the player to the left of the current player is rolling dice during combat for a contact, patrol, or an enemy on a job or encounter card, that player cannot use any of their combat abilities. For example, Lando cannot reroll a patrol's dice.

Breaking Ties

- The current player determines the outcomes for all ties and timing conflicts that are not specifically addressed in this document.

  Example: If an ability instructs the most famous player to lose 2,000 credits and multiple players are tied for being the most famous player, the current player decides who among the tied players loses the credits.

- If two players gain the required amount of fame to win the game at the same time, the tied player with the most credits wins the game. If both players have the same amount of credits, the tied player seated farthest (clockwise) from the player who started the game wins.

APPENDIX 3: SINGLE-PLAYER RULES

It is possible to play *Outer Rim* as a single player without anyone else. To do so, you control one character as normal, and you compete against up to two other characters that are controlled by AI cards. The rules for playing a single-player game are described in this appendix.

Setup

Perform the normal steps of setup with the following changes:

- You can play the extended game with the AI (by playing to 12 fame). This generally makes the game easier. See "Expert Mode" on page 25 for rules to make the game more challenging.
- After choosing your character, choose your opponent(s) for the game by choosing one or two other characters. These characters must be of different types. There are two types of AI opponents:
  - **Smugglers:** Any character that starts the game with databank card #91 or #92 uses the smuggler (purple) AI deck.
  - **Bounty Hunters:** Any character that starts the game with databank card #90 uses the bounty hunter (pink) AI deck.
- You are the first player (do not roll dice during step 6). You gain 4,000 credits (unless you are using the optional ambitions) and the AI gains 6,000 credits as normal during step 6. If there are two AI players, the second AI player in turn order gains 8,000 credits.
- Set up all components for each AI as if they were a player.
- The smuggler AI player chooses the G9 Rigger as their starting ship. The bounty hunter AI player chooses the G-1A Starfighter as their starting ship.
- Perform character setup for each AI player as normal (step 6). Then, place a goal token on the destination presented on the smuggler AI's cargo or job (see "AI Goals" to the right).
- Create each AI player's deck:
  - **Smuggler:** Shuffle the smuggler AI cards into a facedown deck and place it near the AI player's character card.
    - Instead shuffle the smuggler character's unique AI card together with the smuggler AI cards numbered 1, 2, 6, 7, and 9 in the lower-right corner.
  - **Bounty Hunter:** Shuffle the bounty hunter character's unique AI card together with the bounty hunter AI cards.
- Remove "Disable Comms Network," "Honest Robbery," "Sail Barge Sabotage," and "Snatch and Grab" from the jobs ( ) market deck. Remove card 11 from the Ring of Kafrene/ Takodana encounter deck.

Playing the Game

During the game, resolve your turn normally. At the end of each of your turns, each AI player takes a turn. To resolve an AI player's turn, simply draw the top card of that player's AI deck and resolve it, starting at the top and proceeding downward. AI players never resolve encounter cards.

Some sections of AI cards read, "Do the first that applies." This means that the AI resolves the top bullet if possible. If that bullet would have no effect or cannot be resolved (for example, the AI player has no damage to recover), the AI resolves the next bullet instead. If the AI cannot resolve any of the bullets, they do nothing.

Some sections of AI cards read, "Do all that apply." This means that the AI resolves each bullet, starting with the top one and proceeding down. Skip any bullets that would have no effect or cannot be resolved.

After resolving the card, discard it facedown to the bottom of the AI deck. The rules for interpreting AI cards are described in the following sections.

If you reach the fame requirement before any AI player does, you win the game. If any AI player reaches the fame requirement before you do, you lose the game.

- When playing with two AI players, each of those AI players is competing with you and each other to be the first to reach the fame requirement.
  - Keep track of each AI player's credits and assets separately.

AI Player's Cards and Credits

Keep track of each AI player's fame, credits, and cards as if they were a real player (for example, place their cargo cards in "Cargo" slots on their ship).

AI players **do not use abilities** on cards, except for abilities that increase the values on their ship or character (for example, "Gain +1 "). AI players also cannot complete personal goals or ship goals.

AI Goals

The smuggler AI player uses goal tokens to mark which planets they can deliver cargo to or complete jobs on. These tokens are used to determine where the AI moves during their turn (explained below).

During setup, place a goal token on the destination planet of the smuggler AI player's starting cargo or job.

When the smuggler AI player delivers cargo or completes a job on a planet, remove one goal token from that planet. If the smuggler AI player delivers a cargo that rotates, rotate that card and place a goal token on the new destination.

Bounty Targets

The bounty hunter AI player will attempt to move toward and encounter a bounty target. A bounty target is a character, crew, or contact that matches one of the AI player's bounties. If the AI player has a bounty that does not match any character, crew, or faceup contact token on the map, the nearest facedown contact token that matches that bounty's class (white, green, yellow, or orange) is considered to match that bounty.

Moving

When the AI player is instructed to move, move their standee a number of spaces equal to their ship's hyperdrive ( ) value.

- The smuggler AI player always moves toward the nearest goal token on the map. If their space contains a goal token, they do not move.

- The bounty hunter AI player moves toward a bounty target. If they have multiple bounty targets, they use the following priority:
  1. Character
  2. Crew
  3. Faceup contact of the lowest class (fewest pips)
  4. Facedown contact of the lowest class (fewest pips)
  - If there are multiple bounty targets of the same priority, the AI player chooses the nearest one. If two bounty targets with the same priority are the same distance away, the AI player chooses one of those targets at random.

If there are multiple paths by which the AI player could move toward a goal or bounty target, they move in the direction that leaves them the fewest number of spaces from their goal as possible. Like a normal player, they must stop moving if they move into a patrol's space and they do not have positive ( ) reputation with that patrol.

- Unlike a normal player, an AI player can move through the Maelstrom as if it were a navpoint space.
- An AI player will not choose a longer path to avoid patrols. If the space nearest their goal or bounty target contains a patrol, they will still move in that direction, even if they have negative ( ) reputation with the patrol.
- If an AI player could move along two different paths, and both leave them equidistant from their goal, the AI prefers: 1) the path that has no patrol to stop their movement and 2) if no patrol would interrupt their movement, they prefer to end their movement on the equidistant space that is a planet. If both are planets, decide randomly (such as by flipping a coin).
- AI players cannot move through the Core Worlds.

Important: If an AI player would end their movement on a navpoint space after moving a number of spaces equal to their hyperdrive ( ) value, they will move one or two fewer spaces if doing so allows them to end their movement on a planet instead.

- If an AI could end their movement on a planet by moving one fewer space and could also end their movement on a planet by moving two fewer spaces, they will move one fewer space.

Buying

Most AI cards allow the AI player to buy a card. The market deck that the AI buys from is always specified (for example, "Buy ."). The AI player can only buy when they are on a planet unless the AI card specifies otherwise.

When buying, the AI player resolves the following steps:

1. Before buying, the AI player will discard the top (faceup) card of the specified deck if any of the following apply:
   - The top card cannot be bought on the AI player's current planet.
   - The AI player does not have enough credits to buy the top card. They will discard the top card regardless of how many credits they have, even if they do not have enough credits to afford any card in the deck.
   - The AI player does not have any empty slots matching the top card. They will discard the top card regardless of whether that deck has any cards that can be placed in different slots.
   - The AI player is buying from the market deck and the top card **does not** cost more than the AI player's current ship.
   - The top card is a cargo with a patrol as its destination.
   - The top card is the "Wanted" job card, the "Information Broker" card, or the "Special Order" card.
   - If any of the previous apply to the new top card of the deck, the AI player will discard a second card from that deck. The AI player will not discard more than two cards per "buy" instruction.
2. The AI player will buy the top card of that deck. They will spend the required credits, and then place the card in an open slot.
   - The AI player will not buy a card if they do not have an empty slot matching the top card of the deck. They will not discard cards from slots to make space for new cards.
   - The AI player must obey buy restrictions on market cards, such as "Cannot buy on Kessel" and "Limit 1 **Armor** per character."
   - The AI player will buy an asset that they cannot use (for example, a "Hired Help" crew card from the market deck).
   - The AI player will never buy a ship unless that ship costs more than their current ship. The AI player always barters using their ship, but never barters with assets.
   - If the AI buys the "Used Ship for Sale" card from the market deck, they will follow all abilities on the card, and choose to buy the most expensive ship they can afford. If there are multiple ships tied as the most expensive ship they can afford, choose one randomly.
   - The AI player will not buy cargo with a patrol as its destination.
   - The AI player will not buy the "Wanted" job card, the "Information Broker" card, or the "Special Order" card.
3. After buying a card, reveal the top card of that market deck and resolve patrol movement icons and reveal contact icons on the revealed card.
   - When resolving a patrol movement icon, move the patrol toward the AI player as normal.
     - Unlike when a player moves a patrol, the AI will always move the patrol toward their space along the shortest path possible.
   - When the AI player resolves a reveal contact icon, if they are a bounty hunter, they reveal a contact that matches the class of one of their bounties, if able. Otherwise, they flip the facedown contact token on their planet with the lowest class (fewest pips on its back) faceup.
     - If there is more than one eligible token of the same class, choose one at random.
     - If the AI player reveals a contact token that matches a player's character, discard that token and reveal another contact token according the to above criteria.

Jobs and Cargo

Some AI cards allow the AI player to complete jobs. To do so, the AI player simply resolves the reward section of the job card (gaining or losing the reputation, fame, and credits listed). The AI player does not draw a databank card and does not perform any tests.

Some AI cards allow the AI player to deliver cargo when at the cargo's destination. The AI player simply resolves the reward section of the cargo and then discards the card. If the AI player has multiple cargo with the same destination, they will deliver all of them at the same time.

When the AI player delivers **ILLEGAL** cargo, they do not roll a die (like specified on the card). However, some AI cards will have the AI player suffer damage when they deliver **ILLEGAL** cargo.

- When the AI player delivers a cargo that rotates, they rotate that card and move its goal token to the new destination.

Gaining Crew

Some cards allow the AI player to gain crew from contact tokens. They follow all normal rules for crew, except they do not fully resolve the contact token's databank cards. Instead, draw the databank card and if there is a crew asset on the card, place the crew in an empty crew slot on the AI player's ship.

- The AI player does not spend any credits, perform any tests, or otherwise resolve the abilities on the databank card.
  - If the AI player does not have any empty crew slots, they randomly discard one of their crew to make room for the new crew. (Follow normal rules for discarding crew.)
- If the databank card does not have crew on it, discard the card back to the deck.
- AI cards always instruct the player to reveal **facedown** contact tokens. However, if there are no facedown contact tokens on the planet, the AI player resolves the lowest class (fewest pips) faceup contact token on the planet.
  - If there are two facedown or two faceup contact tokens of the same class on the planet, the AI player will resolve the leftmost token.
- The AI player does not protect crew from bounties.

Bounty Encounters

The way in which the bounty hunter AI player resolves an encounter with a bounty target is determined by the target's type. Each encounter results in the AI player resolving either an unopposed bounty or an opposed bounty, both of which are described later.

There are three types of encounters for the bounty hunter AI player, which they resolve as follows:

- **Contact Tokens:** The AI player can encounter facedown and faceup contact tokens. When encountering a facedown contact token, they flip that token faceup. If the contact matches one of their bounties, they resolve an unopposed bounty. Otherwise, the encounter ends.
- **Crew Cards:** If there is a crew in the AI player's space that matches one of their bounties, they can encounter that crew. If that crew belongs to another player, that player can choose to protect their crew. If they choose to protect their crew, the AI player resolves an opposed bounty. Otherwise, they resolve an unopposed bounty.
- **Character Cards:** If the AI player is in the same space as a player whose character matches one of the AI player's bounties, they can encounter that character by resolving an opposed bounty.

Unopposed Bounty

To resolve an unopposed bounty:

1. Remove the contact or crew being encountered from the game.
2. The AI player gains the Elimination Reward on the bounty card that matches the encountered contact or crew and resolves its "After you gain a reward from this card" text.
3. The AI player suffers damage on their character equal to the on the bounty card or on their ship equal to the on the bounty card.

Opposed Bounty

To resolve an opposed bounty, the AI player fights a combat against the player whose character or crew matches the AI player's bounty. If both players are in a planet space, they fight a ground combat. Otherwise, they fight a ship combat.

When resolving this combat, follow the steps for combat as normal. The AI player is the attacker and all of their abilities are ignored except those that add to their combat value, health, or hull.

If the defender wins the combat, the AI player discards the bounty card for the character or crew they had encountered.

If the AI player wins the combat, they resolve the following according to the type of encounter:

- Crew: The crew card is removed from the game. The AI player gains the Elimination Reward on the bounty card matching that crew and resolves its "After you gain a reward from this card" text.
- Character: The AI player gains 5,000 and one fame regardless of the reward on the bounty card. Remove the bounty card from the game. Then, the AI player gains or loses reputation as follows:
  - If the defending player had negative reputation ( ) with one or more factions, the AI player gains one reputation with one of those factions of your choice, but you must choose a faction with which the AI player does not have positive reputation if possible.
  - If the defending player had positive reputation ( ) with one or more factions, the AI player loses one reputation with one of those factions of your choice.

AI Decisions

If one of your card abilities forces the AI player to make a decision (such as some encounter cards that allow players to gamble), the AI always chooses not to participate when possible. If the AI is forced to make a mandatory decision (such as Lando's setup instructions), randomly determine the outcome (for example, by randomly drawing a token out of a hat).

Clarifications

- The AI player must obey all rules that apply to normal players unless specified otherwise in this appendix.
- If the AI player is defeated during their turn, they do not resolve any subsequent bullets on their AI card. Instead, they finish resolving the bullet on the AI card that they were resolving when they were defeated, and then their turn ends.
- During combat, you roll dice for your opponent (since there is no other player present). Be sure to tally damage for each roll separately and follow all normal timing steps for combat.
- If a job lets you resolve databank card #40, the AI player may be forced to perform a skill test. To do so, roll the dice for the AI player and resolve the skill test following normal rules.
  - If the AI is forced to make a decision on one of these cards, choose randomly as explained in "AI Decisions" above.
- If an AI ability reveals a contact that matches a character in play, discard that contact and repeat the effect that revealed that contact, if able.
- When the AI player is instructed to discard the top card of the market deck and gain credits, they are not buying that cargo card, so the AI does not resolve any icons on the next card revealed.

Expert Mode

If you are an experienced player, you may find the AI to be too easy. To address this, you can increase the challenge by having the AI player start with some fame. The more fame you start the AI with, the more prestigious your victory!

Ambitions

The optional ambition rules can be used for a single-player game.

- During setup, instead of gaining starting credits, draw two random ambition sheets, choose one to use, and return all other ambition sheets to the box. Gain the setup effects of your chosen ambition sheet.
- AI players do not use ambition sheets. Instead, they must earn two additional fame beyond the fame requirement in order to win the game.

Favors

The optional favor rules **cannot** be used for a single-player game.

APPENDIX 4: EXPANSION CLARIFICATIONS

Unfinished Business

- **"Broken Arm," "Encrypted Message," "Priority Delivery," and "Structural Damage":** When you gain one of these cards, if you do not have an empty slot of the appropriate type, you must discard another card to create an empty slot.
- **Cad Bane:** Clarifications on Cad Bane's ability:
  - When you "gain 1 additional fame" from an ability, Cad Bane's ability does not reduce that fame.
    - *Example: Cad Bane has the "Proton Torpedoes" mod on his ship when he destroys a patrol with a reward of one fame. Cad gains one fame for the patrol plus one fame for the "Proton Torpedoes," reduced by one for his ability, for a net gain of one fame and 5,000.*
  - If an ability reads, "you have X additional fame," that fame is not affected by Cad's ability.
  - If an effect reduces the rewards of a bounty, job, or cargo to 0, this does not affect the credits Cad gains from his ability.
- **Dengar:** If Dengar has the "IQA-11 Blaster Rifle" gear card, Dengar's ability to reduce damage is applied first, and if the damage taken is still greater than two, the total is reduced to two by the blaster rifle's ability.
- **Empty Contact Spaces:** Planets without an orange contact token on them (including Core Worlds spaces) are empty contact spaces for purposes of game effects that refer to such spaces.
  - *Example: Maz Kanata is on the Spinward Core space when she must discard her "Chewbacca" crew. The "Chewbacca" contact token must be placed faceup on the nearest planet with an empty contact space, so it is placed faceup on the Spinward Core space.*
- **Health Remaining:** A character's "health remaining" is that character's health minus the number of damage on that character.
- **Hondo Ohnaka:** Goal tokens placed on Hondo's assets remain on those cards even if Hondo flips to the front side of his character card.
- **Lando Calrissian:** When resolving Lando's encounter card, you may reroll your die using the Lando crew's ability. If you roll a blank during this encounter and Lando is your only crew, you must discard Lando.
- **Reputation:** While a player is "treated as having" a reputation different from their actual reputation, that player ignores any reputation gained or lost with that faction.

APPENDIX 5: ERRATA

The following components have received corrections since they were originally printed. Depending on the print date of your game, your components may already have the corrected text.

Base Game

Encounter Cards

- **Tatooine Encounter #9:** The **SECRET** under "If you have Hutt reputation" should read: "**Action:** Choose a player and either a patrol or faceup contact token in their space. That player loses 1 reputation with the chosen token's faction. Then discard this card." *(Added "Then discard this card.")*
- **Lothal Encounter #1:** The **SECRET** should read: "**Action:** Choose another player who has Rebel reputation or a Rebel crew. That player loses 1 Imperial reputation and you gain 2,000 and 1 Imperial reputation. Then discard this card." *(Added "Then discard this card.")*
- **Mon Calamari Encounter #2:** The **SECRET** should read: "**Action:** Spend 3,000 to move directly to any space. If you have Rebel reputation, you may do this for free. Then discard this card." *(Added "Then discard this card.")*
- **Takodana Encounter #9:** The **SECRET** should read: "**Action:** Choose 2 facedown contact tokens on different planets. Secretly look at those tokens, and then you may exchange them. Then discard this card." *(Added "Then discard this card.")*
- **Ryloth Encounter #10:** The second sentence should read: "If you do not replace your ship sheet, you may lose 1 Imperial reputation to gain 4,000. " *(Added the word "not.")*

APPENDIX 6: FREQUENTLY ASKED QUESTIONS

This section has answers to frequently asked questions.

Base Game

Asset Abilities

Q: If a player uses the "W1-LE" crew to perform a market action as their encounter and causes a patrol with which that player has negative reputation to move into the player's space, does the player have to fight that patrol?

A: No, players may only resolve one encounter per turn. Because the player has already resolved W1-LE's encounter ability, they cannot (and are not required to) also fight a combat against the patrol.

Q: If the active player is defeated performing the "Encounter" ability on the "Wanted" job card but also wins the combat, does the player complete the job?

A: Yes. The "Wanted" job card says the player claims the reward if they win the combat. This overrides the rule that a job fails when the current player is defeated.

Q: If a player has the "Sy Snootles" crew and completes the job "Attend Statue Dedication," can they use Sy Snootles' ability to gain an extra fame?

A: No. Sy Snootles says you may reduce a job's credit reward to 0 to gain 1 additional fame for completing that job. In order to trigger Sy Snootles' bonus fame, the job must have a credit reward greater than 0. Because the Attend Statue Dedication job has no credit reward, Sy Snootles' ability cannot be used when completing this job. The same applies to the "Mandalorian Armor" gear and completing bounties.

Q: If a player has the "Chromium Hull" mod, completes the "Attend Statue Dedication" job, and chooses to spend 10,000 credits to gain an additional fame, does Chromium Hull grant 1 additional fame, or 2?

A: Whenever a card uses the phrase "gain X additional fame," its fame reward is considered a part of the fame reward it is modifying, and thus is not a new instance of gaining fame. Therefore you can only gain 1 additional fame from Chromium Hull for the Attend Statue Dedication job.

Encounter Cards

Q: What happens when players trade ship sheets via Tatooine Encounter #6?

A: Each ship sheet remains on its current side and all damage and goal tokens remain on each ship sheet. Any assets tucked under those ship sheets remain with their owner (they are not traded with the ships).

AI Players

Q: If the AI player is at a planet that is the destination for two of its jobs and it has the instruction "If at a job destination, complete it," does the AI player complete both jobs or just one?

A: The AI player completes just one of the jobs. Choose which one at random.

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